

# SHOEBOX TOOLS FOR UNITY

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support@project-jack.com

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## REVISION HISTORY

DATE	WHO	REVISION
4/29/15	Austin	Initial creation

## OVERVIEW

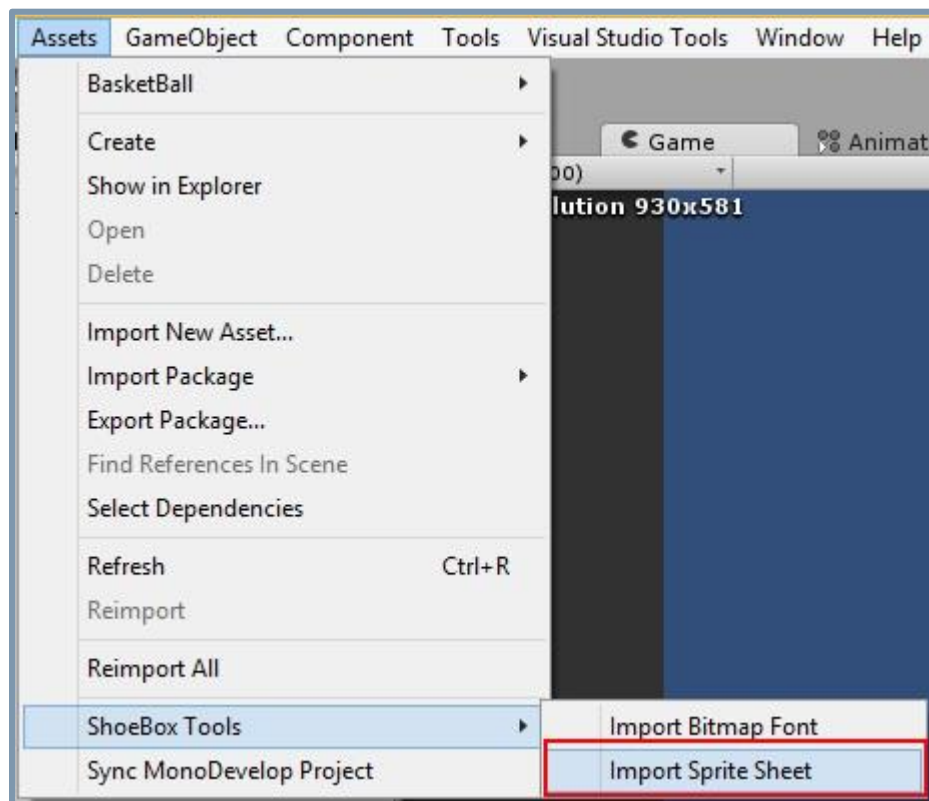
ShoeBox Tools for Unity consists of a sprite sheet and bitmap font importer for the free Windows and OSX app [ShoeBox](#). It has been tested with the latest ShoeBox version (3.5.4) at the time of this writing.

## IMPORTING A SHOEBOX SPRITE SHEET

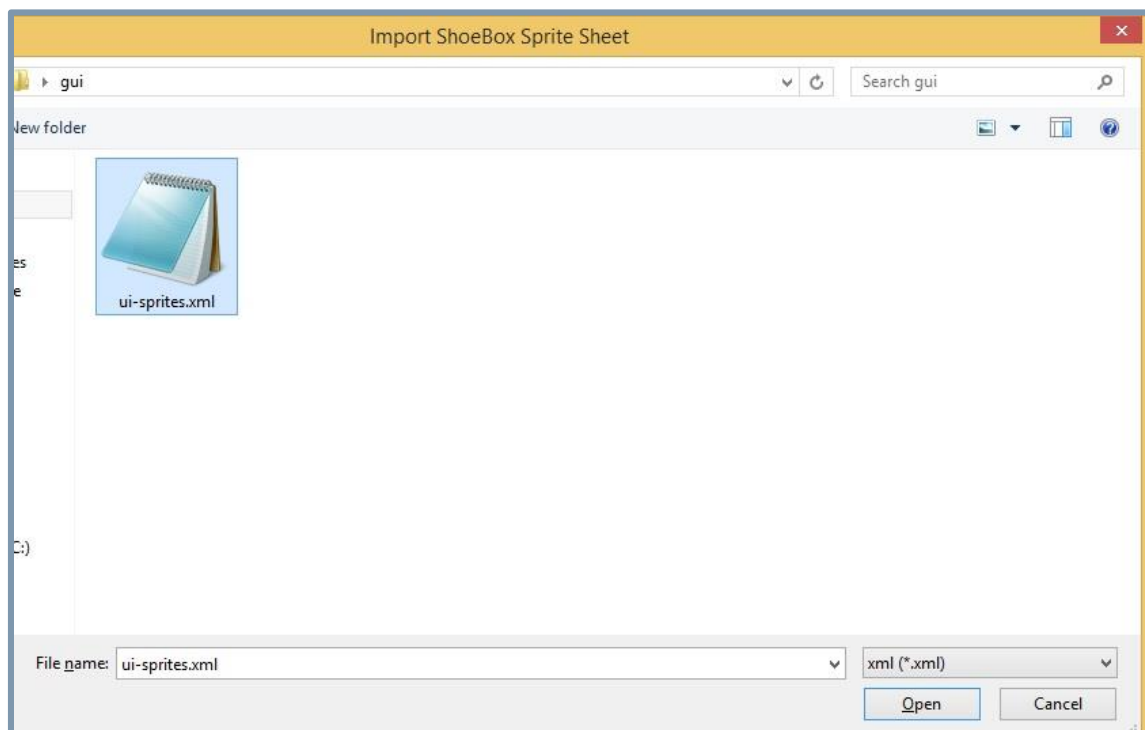
1. Export your Sprite Sheet from ShoeBox as an XML formatted file. Save the exported files *outside* of your Unity project folder.



2. From within Unity, navigate to **Assets** → **ShoeBox Tools** → **Import Sprite Sheet**



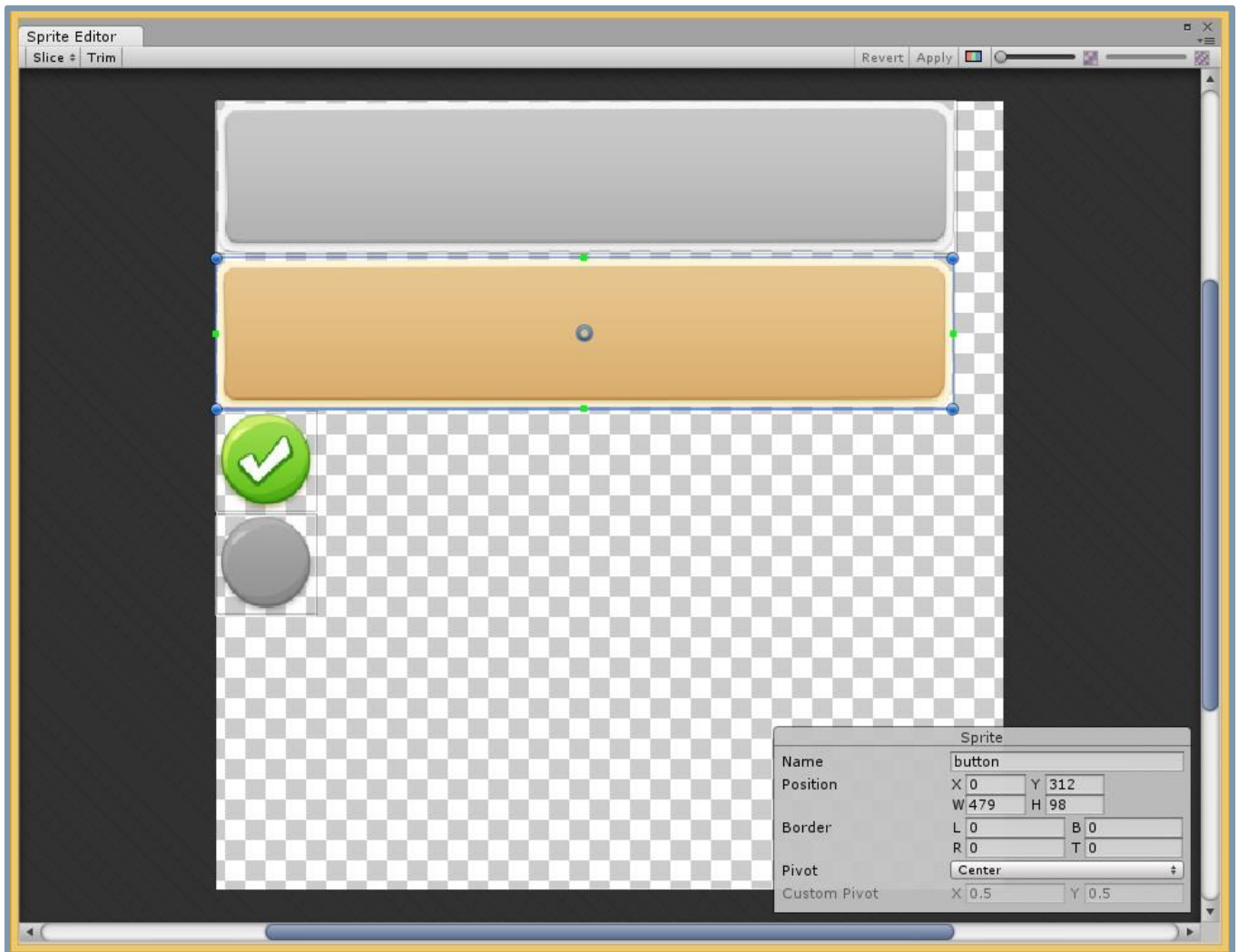
3. Navigate to the folder in which you saved your ShoeBox sprite sheet and open the XML file



4. Examine the Unity Console for any import errors

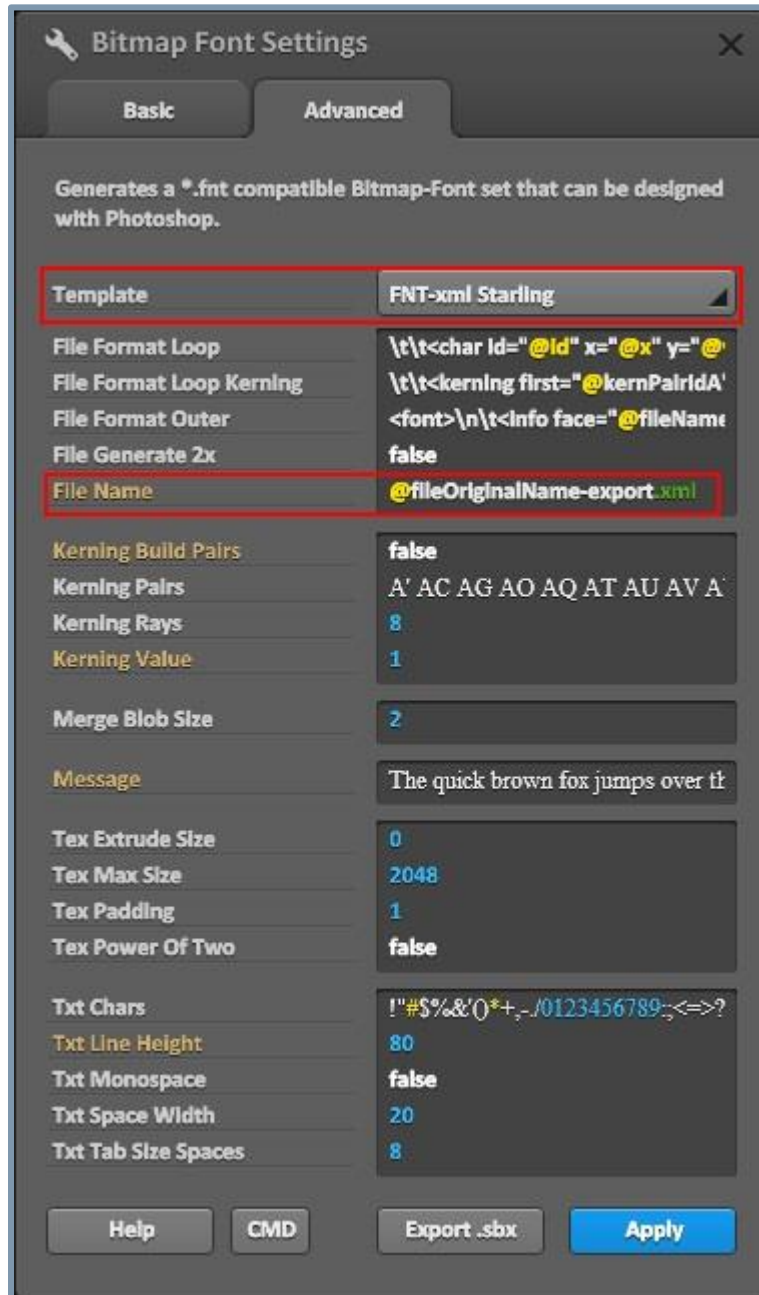
The error: **ArgumentException: GUILayout: Mismatched LayoutGroup.Repaint** can safely be ignored.

5. If successful, you should now have a Unity Sprite Asset in your **Assets** folder

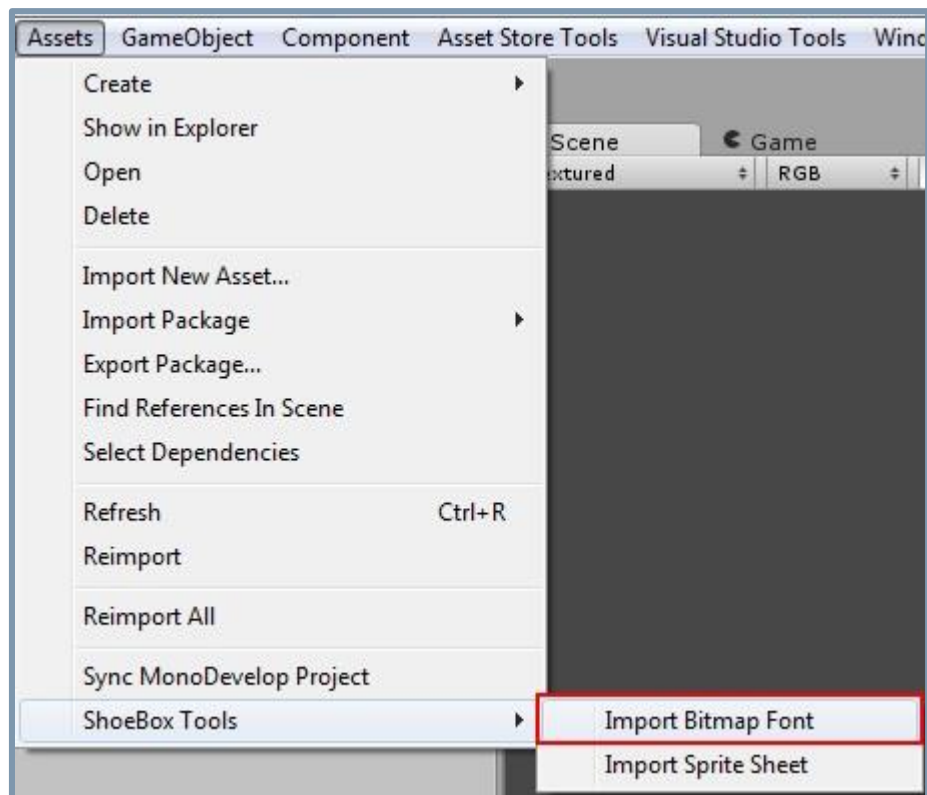


## IMPORTING A SHOEBOX BITMAP FONT

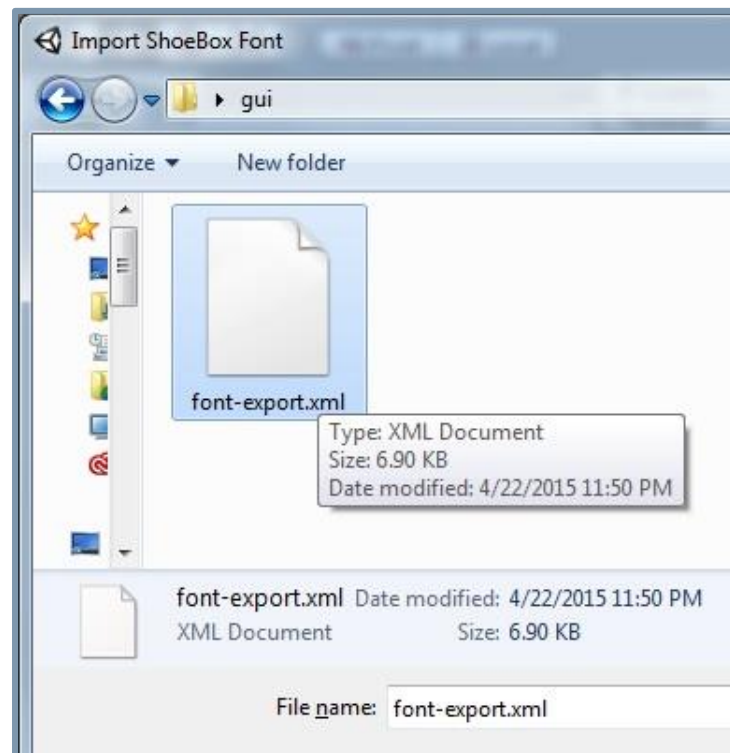
1. Export your Bitmap Font from ShoeBox as an XML formatted file. Save the exported files *outside* of your Unity project folder.



2. From within Unity, navigate to **Assets** → **ShoeBox Tools** → **Import Bitmap Font**



3. Navigate to the folder in which you saved your ShoeBox bitmap font and open the XML file



4. Examine the Unity Console for any import errors
5. If successful, you should now have a Unity font texture, settings, and material in your **Assets** folder



## CREDITS

Hendrik-Jan Schoenmaker for creating and supporting the excellent [ShoeBox](#) application.